AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1.   (currently amended): A method for reserving resources in a packet communication network, wherein the packet network is a hybrid network comprising both active nodes and passive nodes, wherein the active nodes consider information in active packets, said information relating to an execution environment of a respective active node, and wherein an active data flow comprises a set of active packets executed by the execution environment, the method comprising:

sending a reservation packet comprising a request for reservation of resources constituting an execution environment for the active data flow;

receiving said reservation packet by an active node in the network; and

reserving resources of the active node according to the request,

wherein said reservation packet is in an active packet format, ~~and~~

wherein the active packet format comprises an indicator that indicates that the active packet comprises executable code or identifies a server from which an executable code is downloadable~~.~~; and

<u>wherein said resources constituting the execution environment comprise at least one of memory, passband size, and processing time.</u>

2.   (previously presented): The method of claim 1, wherein said reservation packet is in RSVP protocol format.

3.   (previously presented): The method of claim 1, wherein said reservation packet is a PATH type packet in accordance with RSVP protocol.

4.   (previously presented): The method of claim 1, wherein the reservation packet comprises an identifier of the said active data flow.

5.   (previously presented): The method of claim 1, wherein said reservation packet comprises parameters for processing data contained in said active data flow, wherein the processing of the data comprises executing code by the active node in the network, and wherein, after receiving the reservation packet, the active node loads the executable code and executes the loaded code.

6.   (previously presented): The method of claim 5, wherein said processing parameters comprise said code executable.

7.   (previously presented): The method of claim 5, wherein said processing parameters identify a server and code downloadable by said active node from said server.

8.   (previously presented): The method of claim 5, wherein after the active node loads the executable code, the active node sends a confirmation of said loading of the executable code.

9.   (previously presented): An active packet communication network node, for implementing the method according to claim 1, wherein the node is provided for receiving the active packets, for detecting if one of the received active packets is the reservation packet and for reserving corresponding resources for processing the data of the active data flow according to the resource reservation request for the said active data flow and contained in the active reservation packet.

10.   (previously presented): The method of claim 1, wherein the packet network is an IP protocol network.

11.   (previously presented): The node of claim 9, wherein the node is an IP active router.

12.   (previously presented): The method of claim 1, wherein the active packet format comprises a marker in a header of the active packet, the marker indicating whether the packet is active or passive, wherein, when the marker indicates the packet is active, the marker identifies

that the active packet comprises at least one of command, code, and program for execution in the active node and wherein the reservation packet has the marker indicating the packet is active.

13.   (previously presented): The method of claim 8, wherein the confirmation of said loading of the executable code indicates that said loading was successful.

14.   (previously presented): The method of claim 1, wherein the reservation packet comprises a first identifier identifying a protocol for the active data flow, a second identifier identifying a source or destination of the active data flow, and a third identifier identifying resources of the active node that are to be reserved for executing code subsequently provided in the active packets of the active data flow.

15.   (previously presented): The method of claim 1, wherein the active packets comprise executable code or information identifying a server from which executable code is downloadable.

16.   (new): The method of claim 1, wherein said resources constituting the execution environment comprise a memory allocated for the active data flow and a processing time for processing of the active data flow.

17.   (new): The method of claim 1, wherein said resources constituting the execution environment comprise a memory allocated for the active data flow and a passband size for the active data flow.

18.   (new): The method of claim 1, wherein said resources constituting the execution environment comprise a processing time for processing of the active data flow and a passband size for the active data flow.